Overview: My project will be a (hopefully) simple game called "Pastry Chef." When my kids were younger, I had a home-based baking business and this is the inspiration for my game. My original idea was to make a scheduling program because this is something that would have been very useful in organizing my time back then and knowing whether I could squeeze in another cookie order on a given weekend. But, the user experience of inputting cake and cookie orders and getting a schedule in return would have been a bit dry. So, I combined my cakes and cookies idea with one of my family's favorite VR games: Diner Duo.

The general idea for my game is that the player is attempting to advance from Novice to Master Pastry Chef by taking cake and cookie orders and successfully completing them. The player moves between rooms and completes tasks in a particular sequence to successfully fulfill a cake or cookie order. Points are awarded for success and subtracted for mistakes.

This is mostly a simple memory game. The player needs to remember the order in an effort to make fewer mistakes and avoid losing points. There is also an order of operations component to the game, but once a player completes one or two orders, this part should be pretty clear. For example, you cannot mix or bake a dessert if you have not yet taken an order; you cannot decorate a cake that you have not yet baked, etc. You also have to be in certain rooms to complete certain functions. For example, you can't take orders in the kitchen or bake cookies in the office.

The Classes – 3 main classes with 5 sub-classes:

- Main classes
    - Room
        - Subclasses: Kitchen, Storefront, Office
        - Data attributes: door connections?
        - Method attributes: enter, exit
    - Pastry Chef (player)
        - Data attributes: name, chef rank, points, location, inventory
        - Method attributes: rank up, rank down, move, interact
    - Dessert
        - Data attributes: size, is mixed, is baked, is decorated, is delivered
- Sub-classes
    - Kitchen (a Room)
        - Data attributes: pantry items, fridge items
        - Method attributes: bake dessert, mix item, decorate dessert, go to stove, go to counter, open fridge, open pantry
    - Storefront (a Room)
        - Data attributes: has customer
        - Method attributes: take order, deliver order
    - Office (a Room)
        - Method attributes: answer phone, check email
    - Cookie (a Dessert)
        - Data attributes: theme, shape, icing colors
    - Cake (a Dessert)
        - Data attributes: flavor, frosting flavor, shape

Some Halloween treats I made back in the day – for inspiration... and to fill white space.